Amendments to the Claims:

1. through 7.   (Canceled)

8.   (Currently Amended) A method of bundling messages for a mobile subscriber in an instant message system to minimize mobile system connection overhead, comprising:

queuing instant messages intended for the mobile subscriber in a message buffer while the mobile subscriber is not registered with the instant message system;

notifying the mobile subscriber that instant messages are available for download from the message buffer when the mobile subscriber has multiple messages stored in the message buffer when a buddy sends a second message intended for the mobile subscriber subsequent to sending a first unanswered message, the second message being different from the first unanswered message; and

facilitating connection of the mobile subscriber to the instant message system to enable the mobile subscriber to retrieve the queued instant messages.

9.   (Currently Amended) The method of claim 8, wherein the notifying the mobile subscriber when queued instant message parameters reach a predetermined limit comprises notifying the mobile subscriber when the a number of queued instant messages intended for the mobile subscriber reaches a predetermined number.

10.   (Currently Amended) The method of claim 8, wherein the notifying the mobile subscriber ~~when queued instant message parameters reach a predetermined limit~~ comprises notifying the mobile subscriber when at least one queued instant message intended for the mobile subscriber has been queued for a predetermined amount of time.

11.   (Original) The method of claim 10, wherein the notifying the mobile subscriber when queued instant message parameters reach a predetermined limit comprises notifying the mobile subscriber when a predetermined number of buddies send messages intended for the mobile subscriber within a predetermined amount of time.

12.   (Currently Amended) The method of claim 8, wherein the notifying the mobile subscriber ~~when queued instant message parameters reach a predetermined limit~~ comprises notifying the mobile subscriber when a predetermined number of buddies send a predetermined number of messages intended for the mobile subscriber within a predetermined amount of time.

13.   (Canceled)

14.   (Currently Amended) The method of claim 8, wherein the notifying the mobile subscriber ~~when queued instant message parameters reach a predetermined limit~~ is based at least in part on a number of instant message session participants.

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15.   (Currently Amended) The method of claim 8, wherein the notifying the mobile

subscriber ~~when queued instant message parameters reach a predetermined limit~~ is based at least

in part on one of mobile network traffic parameters and mobile subscriber subscription

parameters.

16.   (Canceled)

17.   (Original) The method of claim 8, further comprising:

causing the mobile subscriber to register with the instant message system when the

mobile subscriber wants to participate in an instant message session; and

indicating to buddies of the mobile subscriber that the mobile subscriber is available for

receiving instant messages.

18.   (Original) The method of claim 8, further comprising downloading the queued

instant messages intended for the mobile subscriber when one of a high priority instant message

is received and the mobile subscriber sends an outgoing message.

19.   (Original) The method of claim 8, further comprising notifying buddies of the

mobile subscriber that the mobile subscriber is connected through a wireless system upon

initiation of the queuing of instant messages intended for the mobile subscriber while the mobile

subscriber is not registered with the instant message system.

20.   (Currently Amended) A mobile subscriber instant message system, comprising:

an instant message proxy located between a mobile subscriber and at least one instant

message buddy of the mobile subscriber for queuing instant messages intended for the mobile

subscriber while the mobile subscriber is not registered;

the instant message proxy further for notifying the mobile subscriber that instant

messages are available for download from the message buffer when the mobile subscriber has

multiple messages stored in the message buffer ~~when a buddy sends a second message intended~~

~~for the mobile subscriber subsequent to sending a first unanswered message, the second message~~

~~being different from the first unanswered message~~; and

the instant message proxy further for enabling the mobile subscriber to retrieve the

queued instant messages when the queued instant message parameters reach the predetermined

limit.